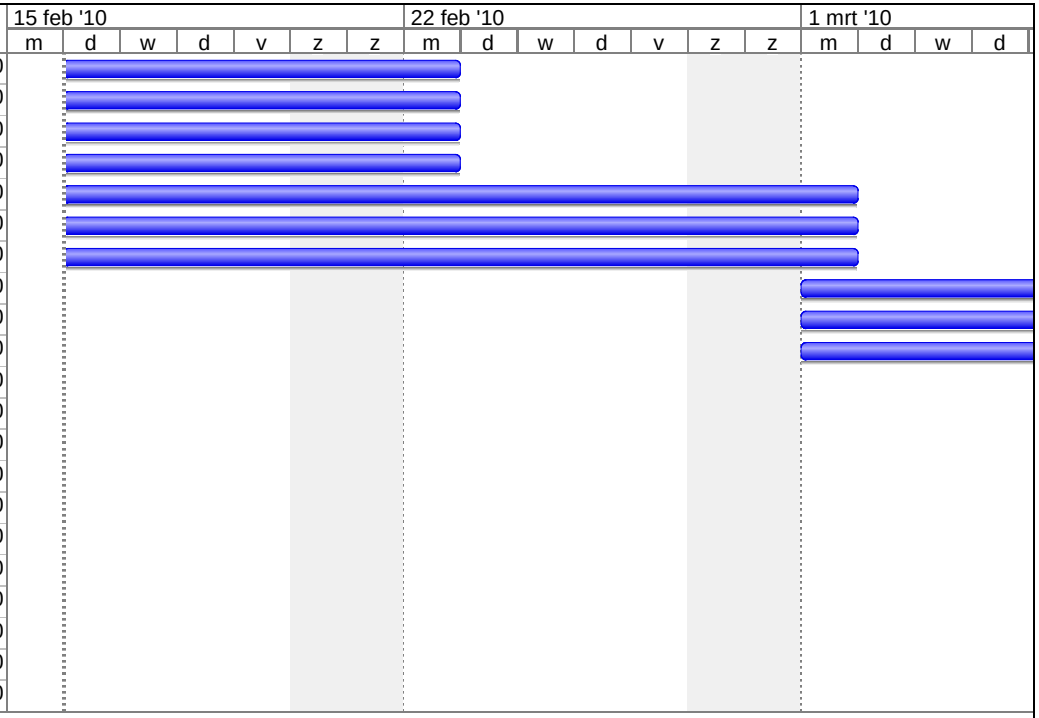
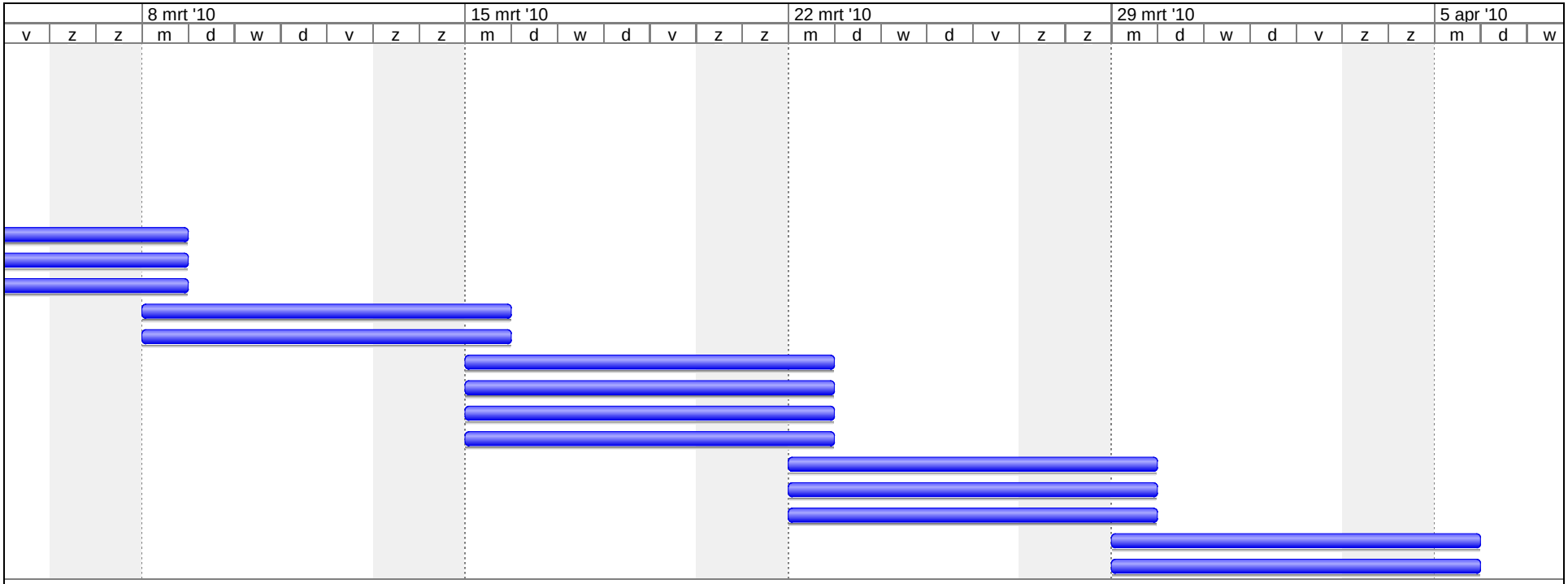
Id	Taaknaam	Duur	Begindatum	Einddatum
1	Plan of Attack	5 dagen?	din 16-2-10	maa 22-2-10
2	Functional Design	5 dagen?	din 16-2-10	maa 22-2-10
3	State Diagrams	5 dagen?	din 16-2-10	maa 22-2-10
4	Class Diagram	5 dagen?	din 16-2-10	maa 22-2-10
5	Level Rendering	10 dagen?	din 16-2-10	maa 1-3-10
6	Character Rendering	10 dagen?	din 16-2-10	maa 1-3-10
7	Sounds	10 dagen?	din 16-2-10	maa 1-3-10
8	Moving character	6 dagen?	maa 1-3-10	maa 8-3-10
9	Gadget rendering	6 dagen?	maa 1-3-10	maa 8-3-10
10	Gadget pickup	6 dagen?	maa 1-3-10	maa 8-3-10
11	Enemies rendering	6 dagen?	maa 8-3-10	maa 15-3-10
12	Enemies behaviour	6 dagen?	maa 8-3-10	maa 15-3-10
13	Menu	6 dagen?	maa 15-3-10	maa 22-3-10
14	Settings	6 dagen?	maa 15-3-10	maa 22-3-10
15	Highscores	6 dagen?	maa 15-3-10	maa 22-3-10
16	Multilevel support	6 dagen?	maa 15-3-10	maa 22-3-10
17	Intro screens	6 dagen?	maa 22-3-10	maa 29-3-10
18	Game intro	6 dagen?	maa 22-3-10	maa 29-3-10
19	Saving and loading	6 dagen?	maa 22-3-10	maa 29-3-10
20	Installation CD	6 dagen?	maa 29-3-10	maa 5-4-10
21	Testing and bugfixing	6 dagen?	maa 29-3-10	maa 5-4-10



Project: Planning
Datum: din 16-2-10

Taak
Splitsing
Voortgang
Mijlpaal
Samenvatting
Projectsamenvatting
Externe taken
Externe mijlpaal
Deadline



Project: Planning
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Taak		Mijlpaal		Externe taken	
Splitsing		Samenvatting		Externe mijlpaal	
Voortgang		Projectsamenvatting		Deadline	